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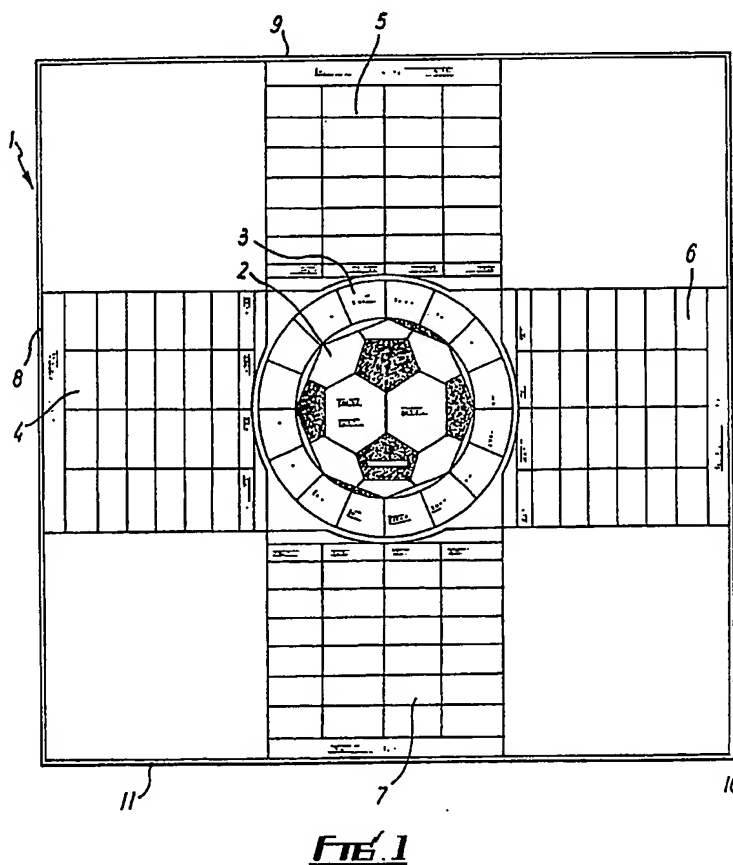
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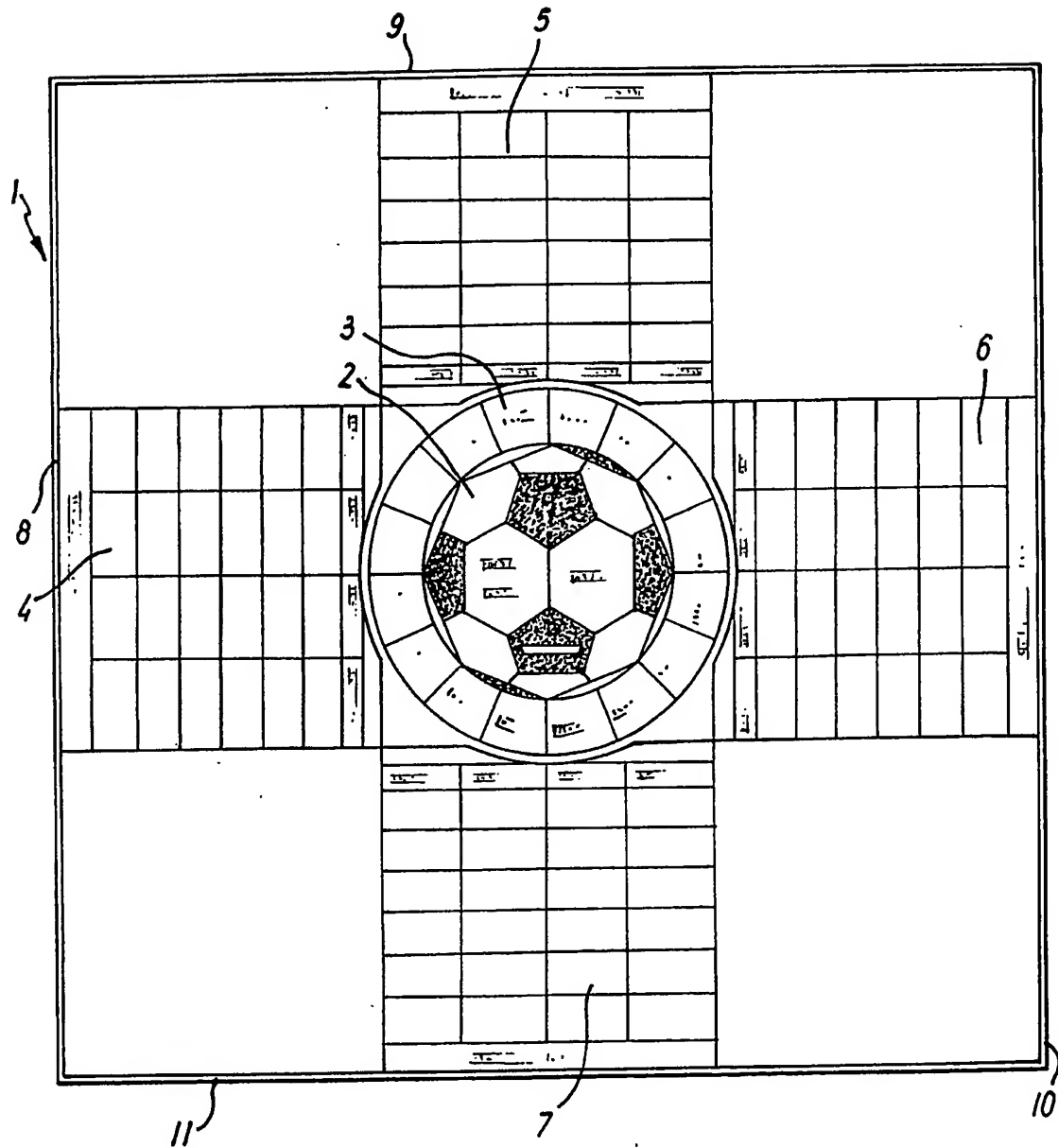
## (54) Board game apparatus

(57) Apparatus for playing a football board game comprises a board having a central area 2 bounded by a segmented circular path 3, markers for movement according to the throw of dice, and cards representing football players of different types for each "team". Instructions at each segment on which a marker alights affect the strength of that team, progress along the path being towards a segment designated "Saturday" where a "match" is played by assessing the relative strengths of the teams in accordance with rules. The board also has further areas 4, 5, 6, 7 marked with columns headed "Defence" "Injuries" "Reserves" and "Attack" for the receipt of a respective player's allocation of cards. The apparatus also includes packs of "Player Return" "Setback" and "Gamble" cards to be placed in corresponding locations within area 2, four packs of colour coded "bank loan" cards, record cards for each player, paper currency and four "cup cards". In a player embodiment (Figures 6 and 7), a board having a differently marked circular path is used together with four subsidiary boards corresponding to the areas 4, 5, 6, 7.



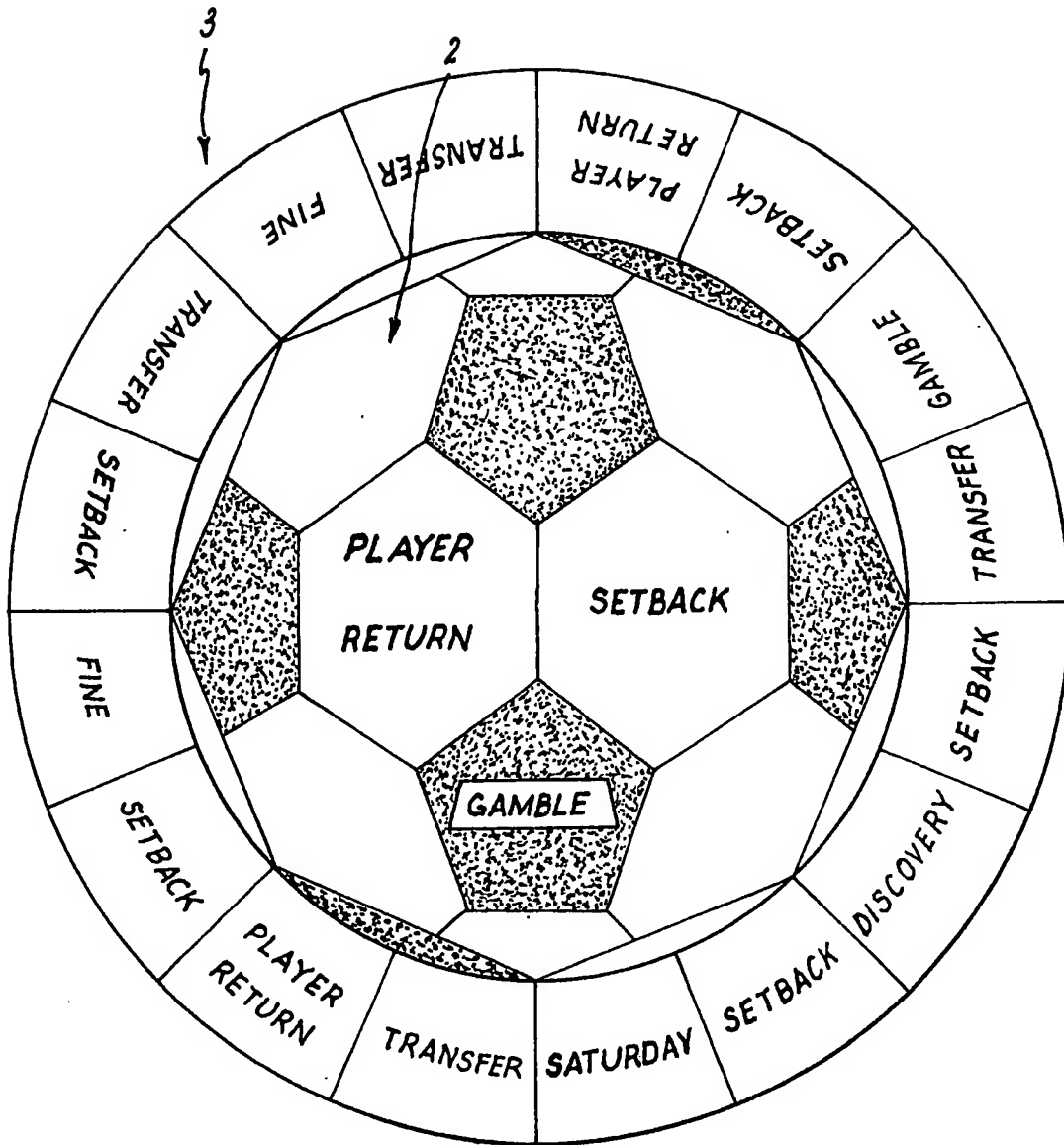
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**FIG. 1**

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**FIG. 2**

DEFENCE ↓	INJURIES ↓	RESERVES ↓	ATTACK ↓
NEW PLAYERS			

FIG. 3

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GAME	POINTS	SQUAD REQUIRED	INJURIES	GATE MONEY
1				50
2				50
3				50
4				50
5				50
6				50
Cup 3 <sup>RD</sup> ROUND		5,000 UNITS		50
7				50
8				50
9		COMPARE		50
10		SQUADS		50
11		FOR		50
		RESULTS		
Cup 4 <sup>TH</sup> ROUND		5,500 UNITS		50
12				50
13				50
Cup 5 <sup>TH</sup> ROUND		6,000 UNITS		50
14				50
15				50
Cup 1/4 FINAL		6,500 UNITS		75
16				50
17				50
Cup SEMI-FINAL		COMPARE		100
18				50
19				50
20		COMPARE		50
21		SQUADS		50
22		FOR		50
		RESULTS		
CUP FINAL		COMPARE		
<p><u>SAMPLE OF RECORD CARD</u></p> <p>FOR LEAGUE WITH 12 CLUBS &amp; CUP GAMES</p>				

FIG. 4

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GAME	POINTS	SQUAD REQUIRED	<sup>5/7</sup> INJURIES	GATE MONEY
1				50
2				50
3				50
4				50
5				50
6				50
7				50
8				50
9				50
10				50
Cup 3RD. ROUND		5500 UNITS		50
11				50
12				50
13		COMPARE		50
14		SQUADS		50
15		FOR RESULTS		50
16				50
Cup 4TH. ROUND		6000 UNITS		50
17				50
18				50
19				50
Cup 5TH. ROUND		6500 UNITS		50
20				50
21				50
22				50
Cup 1/4 FINAL		7000 UNITS		75
23				50
24				50
25				50
Cup SEMI-FINAL		COMPARE		100
26				
27				
28		COMPARE		
29		SQUADS		
30		FOR RESULTS		
CUP FINAL		COMPARE		

FIG. 5



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Super League PLAYER BOARD											
DEFENDERS					INJURIES					RESERVES	
ATTACKERS											

FIG. 7



## SPECIFICATION A Board Game

The present invention relates to a board game.

According to the present Invention there is provided a game including a plurality of markers and a  
5 board comprising a playing surface bearing a path having a plurality of sequentially arranged areas over a randomly selected number of which a game player may move his marker, some of the areas being associated with instructions leading to the increase or decrease of a players score and one of which being a reference area at which a players score assessment may be made.

In order that the invention may be more clearly understood, one embodiment thereof will now be  
10 described, by way of example, with reference to the accompanying drawings, in which:—

Figure 1 shows an overall plan view of the board for use with the board game of the invention,

Figure 2 shows a part of the board of Figure 1 to an enlarged scale,

Figure 3 shows another part of the board of Figure 1 also to an enlarged scale,

Figure 4 shows a sample record card for recording the progress of the game for a league having  
15 twelve clubs,

Figure 5 shows a sample record card for recording the progress of the game for a league having sixteen clubs, and

Figures 6 and 7 show an alternative form of board for use with the invention.

The game is a board game for 2, 3, or 4 players. Each player represents, and is referred to  
20 subsequently in these rules as a top soccer club, competing in a league of twelve clubs.

The object of the game is to win the league by gaining most points. Each club holds a number of player cards which represent footballers of different types that is attackers, defenders, goalkeepers and utility players of varying transfer values. On the basis that these values correspond to ability, the clubs results on reaching Saturday is determined by the value of the team it has selected.

As the club progresses from Saturday to Saturday it may land on squares which effect its team in  
25 the form of injuries, or the club in the form of fines etc. By managing its finances properly and negotiating loans from the Bank when it deems it sensible, the club will be able to purchase extra players when the opportunity arises. These players will provide extra cover when the team suffers setbacks during the course of the board game (that is a season of league and cup matches).

Each club also starts the board game in a cup competition which, although it brings in extra gate  
30 money, increases the chances of players injuries.

The board game is played over a predetermined season. While the actual amount of cash held at the end of the game is irrelevant, the total value of the players held in the final stages of each half is important that is before games 9, 10 and 11 and 20, 21 and 22 and to determine the results of the cup  
35 games.

Referring to Figure 1, the board which is substantially square and indicated generally by the reference numeral 1, comprises a central area 2 in the form of a representation of a conventional case football. An annular area 3 concentrically surrounds this central area. Four further areas 4, 5, 6 and 7 extend at 90° intervals between the periphery of annular area 3 and respective edges 8, 9, 10 and 11  
40 of the board. These four areas 4 to 7 are advantageously of different colours, for example, white, blue, yellow and red to represent the different players.

Apart from the differing colours, the areas 4 to 7 are the same. A representative one of these areas is shown on Figure 3. Referring to this Figure each such area has four colours 11 to 14 respectively headed "Defence", "Injuries", "Reserves" and "Attack" and a further area 15 which  
45 extends across the full width of the four columns designated "New Players".

Referring to Figure 2, three of the individual sections of the area 2 representing the ball are designated "Player Return", "Setback", and "Gamble" and provide locations for three corresponding packs of cards. The annular area 3 is also subdivided into a circumferential series of segments randomly designated either "Transfer", "Saturday", "Fine", "Setback", "Discovery" "Gamble" or  
50 "Player Return". The players move around this annular area 3 from segment to segment in accordance with the throw of the dice during the course of a game. Each club/player has a marker preferably of the same colour as the colour of corresponding area 4, 5, 6 and 7 to indicate its position on the area 3 during the course of a game.

There are a number of different descriptions of Setback card each having a corresponding  
55 penalty. They will usually instruct immediate repayment of a bank loan or indicate injury to an attacker, defender or goalkeeper for a period of perhaps one or two weeks with a corresponding points penalty of, for example, 250, 500 and 1000 points. Player injury may apply to any game or to cup games only.

There are also a number of different descriptions of gamble cards providing either a penalty or a credit. The following are some possible descriptions:—

- 60 1) Take player, return card, use as normal,
- 2) 50 (or other number) points credit from European game,
- 3) Take top two (or top one) card from player pool free,
- 4) 50 points penalty for crowd trouble in European game,
- 5) 1000 points worth of attackers (or defenders) injured in training and out for four weeks.

- 6) Goalkeeper injured in training out for four weeks.
- 7) Crowd trouble all games away for rest of season only half gate money (not applicable to cup round),
- 8) Attacker wants transfer, must sell at any price (1000 points penalty).
- 5 9) You clinch sponsorship deal with national firm. Add 10 to league gate money. 5
- In addition to the board, packs of "Player Return", "Gamble", "Setback" cards markers already described, the game also comprises a pack of player cards, four packs of colour coded bank loan card records cards for each club/player to record its progress during the game, two dice, a quantity of paper currency and four "Cup card" in colours corresponding to the team colours of the areas 4 to 7 on the board 1. A loan card base leaving four colour coded areas corresponding to the colour code bank loan
- 10 cards is provided for supporting the four packs of bank loan cards. There are basically four different types of player card. They are "attacker", "defender", "utility player" or "goalkeeper". All have a points value for example 250, 500 or 1000 and cards of the same type may have different points value. A rack is provided for the cards. This rack has two compartments, one for cards to be taken and the other
- 15 for discarded cards. 15
- The colours of the four packs of bank loan cards corresponding to the four colours of the areas 4 to 7 of the board 1. Each card has a unit value of, for example, 1000, 500, 250, 100 or 50.
- Records cards may be provided for any suitable number of games. Figure 4 shows such a card for a league of twelve clubs giving twenty two league games in the course of a season. Figure 5 shows a
- 20 card for a league of sixteen clubs giving thirty league games in the course of a season. 20
- To set out the board to play the game, all the "Gamble" and "Setback" cards are placed face down and the "Player Return" cards face up on their designated locations in the centre area 2 of the board. One club must act as Banker and give each club 300 units of currency as follows:— 1×100: 2×50: 3×20: 3×10: 1×5: 5×1. The balance of the currency is held by the Banker, separate from his
- 25 own club money. Each club decides which colour his club strip will be—club colours are represented by 25 the red, blue, white and yellow areas 4, 5, 6 and 7 on the board—and the Banker will give each club the appropriate coloured cup card and Bank Loan Cards as well as the corresponding coloured marker and a record card. The coloured marker should then be placed on Saturday. The Banker then deals to each club twelve players cards and the remainder are placed in the player card rack and held by the
- 30 Bank until required during the course of the board game. The Club arranges its Players Cards in the colours provided—see Team Selection. 30
- At this stage, before the game starts any club which wishes to do so, may place up to three player cards at the bottom of the pile of the player pack and take the corresponding number from the top of the pack.
- 35 Decide which club is to start. This club becomes A, then B, C and D clockwise round the board. 35
- Each club should note their letter at the head of their record card. Play proceeds clockwise on the throwing of two dice (Saturday must be counted as 'one' when leaving the square to ensure that the first square after Saturday does not become obsolete). Every club completes each circuit of the board on Saturday irrespective of what number is thrown on the dice that takes them to Saturday.
- 40 Team Selection 40
- Before starting, each club must select a team of eleven from its initial squad of twelve player cards. Arrange the player cards on the board, face up in the vertical columns 14, 11 and 13, headed ATTACK, DEFENCE and RESERVES. The following rules applying to team selection apply to each league game for the season. The defence should include a Goalkeeper, but if for any reason a club does
- 45 not have a Goalkeeper available for selection, a utility player may be used but it will only count at half its face value. Utility players may be used in the Attack or Defence at full face value. A goalkeeper may, in any emergency, be used in Attack or Defence at half its face value. Defenders and Attackers may only be used in their appropriate parts of the team. Alternatively a goalkeeper card may be dealt to each player. When selecting a team, a club may have six players in attack and five players in defence or
- 50 five in attack and six in defence. The remainder are kept in the reserves column 13, or, if injured, face 50 down in the injury column 12.
- Points
- On reaching Saturday segment of area 3, assess the team performance as follows:—
- 55 TO LOSE 0 points. The team loses if the Defence is less than 2,500 units unless the Attack values 55 3,500 plus. The team also loses if the club has less than eleven players uninjured.
- TO DRAW 1 point. The defence must include a goalkeeper (or utility player at half value) and value 2,500 units plus.
- TO WIN 3 points. The Defence must qualify as for a draw and the Attack must value 2,500 units plus. If the attack is value 3,500 units plus, the defence need not qualify.
- 60 Transfer Square 60
- A club landing on the transfer square may turn up the top card of the player pack to decide whether it wants to buy. If a club wishes to buy, it pays the face value of the player to the Bank. The

- card must then be kept separate from the squad on the New Players Area of the board until Saturday, when it may be selected for the team. If the club does not buy the player, the card is returned face up, to the discard pile of the player rack. If the club has its maximum squad of sixteen players, it may buy the player and keep it until Saturday in the New Players Area. On reaching Saturday, the club may sell an unwanted player either, to another club or to the Bank at half face value. Then the new player may join the team. If the unwanted player is sold to the Bank it should be placed, face up, on the discard pile of the player pack. New Players acquired before a Saturday can only be added to the squad *after* points and wages of the team have been assessed.

#### Club Transfers

- Transfers between clubs may take place before the board game commences or, subsequently, during the course of the board game. Transfers between clubs may take place at any time and at any agreed price. If a club buys a player while at Saturday, that player is immediately eligible for the squad unless there are already sixteen players. In this case the new purchase must wait in the New Player Area until an unwanted player has been sold.

#### Discovery

A club landing on this square, may keep the top card of the player pack free. This player must be kept separate from the squad in the New Player Area until Saturday, after points and wages have been assessed when it may join the squad.

- If the club has a full squad of sixteen players it may keep the player until Saturday in the New Player Area and then sell an unwanted player. The new player may then join the squad. Discovery players may be sold immediately either to another club at an agreed price or to the Bank at half face value.

#### Income and Expenditure

- On reaching Saturday in area 3 each club receives 50 units gate money plus 10 unit for every 1,000 unit player in the team. Deduct 1 unit for every player in the squad, including injured players, as wages and overheads.

#### EXAMPLE (1)

If squad has sixteen players one being 1000 unit attacker in the team

30	Gate money	50 units	
	1000 unit attacker	10 units	
		<hr/>	
	less wages & Overheads	60 units	
		16 units	
		<hr/>	
	NET GATE MONEY	44 units	
		<hr/>	

#### EXAMPLE (2)

- If squad has sixteen players and no 1000 attacker

Gate money	50 units
less wages & Overheads	16 units
	<hr/>
NET GATE MONEY	34 units
	<hr/>

- The club receives 50 units gate money for cup matches except the quarter finals and semi finals. These are 75 and 100 units respectively. Add 10 units for every 1000 unit player in SQUAD and deduct 1 unit for every squad member as wages and overheads,

#### Fine

One club landing on a Fine Square pays the Bank 1 unit times the amount shown on the throw of the dice when lands it on the FINE square.

#### Gamble Cards

These cards are self-explanatory. A club landing on this square may opt NOT to pick up a card but if it does so, it must comply with the instructions on the card.

#### Setback Cards

- A club landing on a setback square must pick the top card from the Setback pack. Bank loan repayment cards mean that bank loans incurred by the club must be repaid immediately. Further bank

- credits MAY NOT be used as a form of repayment. Injuries apply to players in the whole squad held by the club. If the club has no player or stated value or category the injury does not apply and the card is returned to the bottom of the pack. If a player card is used out of position, within the rules (a goalkeeper in attack or defence, or a utility player as goalkeeper) the injury applies to the face value and category of the card. If a club has a player which corresponds with the card, make a note of the injury details in the injury column of the record card, that is, injury card for 2 weeks for an attacker worth 250 units, count two clear Saturdays and opposite the second Saturday write A250. Return the card to the bottom of the pack. Place the player card face down in the injury column of the squad area on the board. When the club reaches the Saturday on which the injury ends, the player may be returned to the squad after points and wages have been assessed. The injury should be, crossed off at this stage. An injured team player can be replaced immediately from the reserves.

A proportion of injury cards apply only if the club is still in the cup and league. These are marked CUP ONLY. The duration of all injuries should be doubled after 11th game of the season.

#### Player Return Cards

- 15 A club landing on this square may take a card which may be used to overrule an existing injury or be kept to overrule an injury incurred later. When the card has been used it must be returned to the pack. PLAYER RETURN cards may not be used to nullify Gamble cards neither may they be bought or sold. 15

#### Bank

- 20 One club must also act as Banker. The Bank pays gate money, collects fines, wages etc. and looks after the Player pack. The Bank must also give loans to clubs on request. Each club may borrow up to 3000 units from the Bank. It has a set of loan credit cards, in its club colours, for the following amounts:— 1x1000 units: 2x500 units: 3x250 units: 2x100 units and 1x50 units. 20

- 25 On making a loan, the club gives the Bank a loan card of the amount it requires so that the Bank has a record of the total amount owing. If the club draws a Bank Loan Repayment card, it must repay its total loan immediately without using further credits even if players have to be sold to the Bank at half face value. 25

#### Cup Competition

- 30 The Saturdays on which cup games take place are shown on the record card. The clubs enter the cup in the third round. To win this match a clubs squad, excluding injured players, must value 5000 units plus. For the fourth round 5,500 units plus: the fifth round 6,000 units plus: the quarter finals 6,500 units plus. If all the clubs remain in the cup by the semi-finals, they compare their total squad values. Club A plays Club C and Club B plays Club D. 30

- 35 In the event of either or both semi-finals being drawn, the following rule will operate:— There will be a replay after the 19th game. If this brings no result then a further replay will take place after the 22nd game. In the event of another draw the outcome shall be decided on the throw of a dice. 35

- 40 The clubs may have the option of deciding the result on the throw of the dice at any stage rather than go to a replay. If three clubs remain by the semi-finals, the un-paired club receives a bye to the final. The finalists compare total values of their squads, the higher being the winner. In the event of a draw in the final, the result will be decided on the throw of the dice. 40

- 45 Any club which is the only one remaining in the cup, at any stage, is understood to have won the Final but is also the only one which is affected by the additional injury cards. When a club is knocked out of the cup it must, of course, circuit the board to pass the Saturday on which the cup games are played. However, it does not collect any gate money but must pay wages. Any injuries collected are valid. When knocked out of the cup, the club returns its cup card to the Bank. 45

#### League System

- 50 There are twelve clubs in the league. Each club plays each other twice so that there are 22 league games per season, which plus the cup matches, totals 28 games. This is the predetermined length of the board game. If four clubs are taking part in the game, the first 8 games will be against other clubs and the results will be determined as under the POINTS rule. Games 9, 10 and 11 and 20, 21 and 22 will be part of the season where the four clubs play each other. These results will be decided by comparing the total value of each clubs' squad EXCLUDING injured players (see EXAMPLE). Any injuries due to finish during these games will do so at the correct time. 55

#### EXAMPLE

If A's squad—6,000 units: B's=6750: C's 5,500: D's=6,000

Then A v B=3 points for B because B is worth more than A.

A v C=3 points for A because A is worth more than C.

A v D=1 point each because both squads are of equal value.

The gate money and wages will be assessed in the normal way during these games.

5	A plays B then C then D	1st half { Games 9, 10, 11 for A Game 9 for B, C & D	2nd half { Games 20, 21 & 22 for A Game 20 for B, C & D	5
		{ Game 10 & 11 for B Game 10 for C & D	{ Games 21 & 22 for B Game 21 for C & D	
		Game 11 for C & D	Game 22 for C & D	
	B plays C then D			
	C plays D			

If three clubs are playing, play the first 9 games under points rules then games 10 & 11 and 21 & 22 as below. 10

A plays B then C	{ Games 10 & 11 for A Game 10 for B & C	{ Games 21 & 22 for A Game 21 for B & C
	Game 11 for B & C	Game 22 for B & C

If two clubs are playing, play first 10 games under points rule then A plays B for games 11 and 22. 15  
To find the Super League champions, each club should total its points, the club with the highest amount of points being the winner.

#### Note

Clubs may opt to play for half a season in which case the points should be totalled after the 11th game. There should be no transfers between clubs after the 6th Saturday. 20

It would not be possible to play the cup rounds in this case.

Clearly, the number of cards in each pack may vary. However, the following pack numbers have been found satisfactory in practice. One hundred player cards, eight bank loan cards of each colour, thirty-six setback cards, twelve gamble cards and twelve player return cards.

25 An alternative embodiment of the invention is illustrated in Figures 6 and 7. This embodiment utilises a board of a different form to that of the first embodiment. In this different board, the central and surrounding concentric areas 22 and 23 are drawn on a substantially square board (Figure 6) and the four further areas are drawn on respective subsidiary boards (one 24 shown in Figure 7). This arrangement facilitates the packaging and playing of the game since the areas 22 and 23 may be made 30 larger for a given packaging size and individual club players can adjust their respective further area independently of the further areas of other club players. 30

This alternative board exhibits a number of additional modifications to the embodiment already described. A location for the player cards is provided alongside the location for the player return cards and the location for the setback/crisis cards is moved to one of the corners of the square board outside the areas 22 and 23. The location for the gamble cards is moved to one of the other corners and locations for international squad and European cards are provided at respective remaining board corners. Certain segments of the annular area 23 are designated "international match day", "free day", and "European match day". If a player lands in the "international match day" segment, on his progress around the board, he picks a card up from the international match day pack and complies with its 40 instructions and then returns it to the bottom of the pack. The "European match day" segment is dealt with similarly. If a player lands on the free day segment, he treats it as a rest day with no obligation to do anything. The fine segment is dispensed with. Segments may be otherwise designated. For example, a "panic buy" segment may be provided. If a club/player does not have a full squad of 16 45 players and if it lands on the "panic buy" square it may buy the top card of the player pack at twice his value. The identity and value of the player is not known until the offer to buy is made. Then the player card is turned over. Like any other transferred player a "panic buy" player must be played on the following Saturday. 45

The season length may be varied as desired. Suggested season lengths depending on the number of clubs/players is as follows:—

- 50 2 PLAYERS: A suggested season of ten games with the clubs playing each other on games 3 and 7. 50  
Points are as follows: 3 for the winner and 0 for the loser, or 1 point each if there is a draw.  
The Cup Final to be played after game 8.
- 55 3 PLAYERS: A suggested season of 16 games with clubs playing each other on games 4, 8 and 12. 55  
Points are as follows: 3 for the best value team and 0 for the worst value team, or 1 point if there is a draw. On game 4 clubs of the players sitting opposite each other play each

- other. Point scoring as when 2 players play—see above. The club without an opposite club decides its result as if playing a normal home game. After game 10 throw dice for Cup Draw. Two highest then play each other and the lowest gets a bye to the Final. Cup Final to be played after game 13.
- 5 4 PLAYERS: A suggested season of 20 games with clubs playing each other on games 4, 8, 12 and 16. Games are played by clubs playing those opposite each other and next to each other at the appropriate game Points scoring as when 2 players play—see above. The Cup Semi-Final will be after game 14 and the Final after game 18. 5
- 10 Certain transfer restrictions may be imposed depending on the length of the season as follows 10  
 If the season is for less than 10 games NO transfers are allowed after game 7.  
 If the season is for more than 10 but less than 15 games NO transfers are allowed when there are less than 4 games to be played.  
 If the season is for more than 15 games NO transfers are allowed when there are less than 6 games to be played. 15  
 Cup rules may vary with the number of clubs/players as follows:—
- 2 PLAYERS: The Cup Final is decided on the value of each playing squad.  
 Gate money all goes to the winner.
- 20 3 PLAYERS: 1 Semi-Final— between clubs sitting opposite each other. The other club has a bye to the Cup Final. 20  
 — See 4 players below for rules.
- 4 PLAYERS: 2 Semi-Finals:  
 Opposite sides of the board play each other.  
 The winner is the club with the more valuable team. If teams are of equal strength there is a replay on the following Saturday with the league programme being pushed forward one week. 25  
 The two winners go through to the Final.  
 Gate money for each tie all goes to the winners.  
 Cup Final:  
 Winner is the club with the more valuable team with replay if necessary on following Saturday. 30  
 Gate money all goes to the winner.
- 35 After points have been decided on a Saturday the top card of the player pack is turned over and the clubs bid for the player. One bid only is allowed, and must be in predetermined multiples. The club at the bottom of the league is the first to bid. Bids are spoken and binding. 35  
 The highest bid secures the player who is added to the squad and the player must play on the following Saturday.  
 If a club has a full squad of 16 players it can buy a player after the Saturday game but it must sell one of its squad to the Bank for 50% discount on face value to keep a squad of 16 players. The player sold is shown to the other players and then placed at the bottom of the player pack. 40  
 The new player area on each of the further areas is dispensed with, new players then being introduced directly to the squad. 40  
 The above embodiment has been described by way of example only and many variations are possible without departing from the invention. It will in particular be appreciated that the game is applicable to any type of league game. One dice may be employed rather than two. Transfers between clubs may be prohibited when one is on the Saturday segment. Points may be deducted at the end of the season from clubs/players in debt after the last match has been played. The games may be played directly in currency (such as sterling) rather than points. 45
- CLAIMS
- 50 1. A game including a plurality of markers and a board comprising a playing surface bearing a path having a plurality of sequentially arranged areas over a randomly selected number of which a game player may move his marker, some of the areas being associated with instructions leading to the increase or decrease of a players score and one of which being a reference area at which a players score assessment may be made. 50
- 55 2. A game as claimed in claim 1, in which one of the areas is associated with instructions relating to an event the outcome of which is determined in dependence upon the scores of the game players. 55
3. A game as claimed in claim 1 or 2, in which the event is one of a number of league matches which together comprise a season.
4. A game as claimed in claim 1 or 2, in which the event is a cup match or one of a number of cup matches. 60

5. A game as claimed in any preceding claim, in which each game player represents a team and the game players score depends upon the individual members of that team.
6. A game as claimed in claim 5, in which the formation of the team is affected by the instructions with which the game player must comply as he moves his marker along the sequentially arranged areas. 5
7. A game as claimed in any preceding claim, in which the board comprises a common area comprising the sequentially arranged areas over which all players move and a plurality of individual player areas for the use of corresponding individual players.
8. A game as claimed in claim 7, when appendant to claim 5 or 6, in which individual members of each team are arranged on the respective individual player areas. 10
9. A game as claimed in claim 7 or 8, in which those parts of the board bearing the individual player areas are physically separate from each other and from that part of the board bearing the sequentially arranged areas.
10. A game as claimed in claim 7, 8 or 9 when appendant to claim 5 or 6, in which the instructions concern the transfer of individual team players to and from the corresponding team. 15
11. A game as claimed in any preceding claim, in which instructions relate to setbacks/crisis suffered by the corresponding game player.
12. A game as claimed in claim 11, in which the instructions are provided on a pack of setback/crisis cards.
13. A game as claimed in any preceding claim, in which instructions are provided on a pack of gamble cards which may be taken at the game players option. 20
14. A game as claimed in any preceding claim, in which a pack of player cards representing individual members of a team are provided for distribution to the game players.
15. A game as claimed in any preceding claim, in which a pack of player return cards are provided for use in conjunction with selected ones of the sequentially arranged areas. 25
16. A game as claimed in any preceding claim, in which packs of colour coded bank loan cards are provided.
17. A game as claimed in any preceding claim, in which currency is provided.
18. A game as claimed in any preceding claim, comprising a dice to enable the random selection of a number. 30
19. A game substantially as hereinbefore described with reference to Figures 1 to 5 or to Figures 6 and 7 of the accompanying drawings.